4. The method of claim 3 wherein:

the second computer device is a smart phone; and

the second microphone is built into and forms an integral part of the second computer device.

5. The method of claim 1 wherein the second sonic signal is received from the second computer device by the one or more processors through at least one of the following types of data communication connection: wired connection, WiFi type connection near field communication type connection, and/or Bluetooth type connection.

6. The method of claim 1 wherein the first and second computer devices are substantially mechanically unconstrained to an extent that they are subject to independent arbitrary placement relative to each other and to the sonic event.

7. The method of claim 1 wherein the second computer device is substantially mechanically unconstrained to an extent that it is subject to arbitrary placement relative to the one or more processors and to the sonic event.

8. The method of claim 1 wherein the sonic event is a sound event.

9. The method of claim 1 wherein the triangulation includes:

determining a time placement of the sonic event from each sonic signal on a common time scale based on the time data of the sonic signals;

determining timing differences, with respect to the common time scale, between the sonic event from each sonic signal; and

justifying timing differences to determine: (i) a distance between the a source of the sonic event and a microphone corresponding to each sonic signal, and (ii) the location of the source of the sonic event.

10. The method of claim 1 wherein:

each sonic signal further includes sonic amplitude information; and

the triangulation is based, at least in part, on the sonic amplitude information.

11. The method of claim 1 wherein:

each sonic signal further includes sonic frequency information; and

the triangulation is based, at least in part, on the sonic frequency information.

12. The method of claim 1 wherein the user input data relates to at least one of the following types: selection of an alphanumeric character and/or cursor operation.

13. The method of claim 1 wherein the sonic event is caused by a set of tap(s) made by a human user on a relatively flat surface.

14. The method of claim 1 further comprising:

moving a microphone operatively coupled to the second computer device relative to the microphone operatively coupled to the first computer device; and

receiving, by the one or more processors, new microphone location data corresponding to a new location of the second microphone.

15. The method of claim 14 wherein:

the first computer device and second computer device each take the form of a smartphone with a built in microphone; and

movement of the microphone operatively coupled to the second computer device is performed by manually moving the second computer device relative to the first computer device in an arbitrary manner.

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